## AMENDMENTS TO THE SPECIFICATION:

Please amend the indicated paragraphs of the specification in accordance with the amendments indicated below.

Page 1:    2<sup>nd</sup> full paragraph, amend as follows:

In recent years, various game systems in which characters are displayed in a simulated 3D space generated on a monitor screen have been spread. Some of such game systems are known to simulate car race, skiing, surfing, ~~motor-booting~~ motor-boating, snow boarding, skate boarding, etc.

Page 4:    3<sup>rd</sup> full paragraph, amend as follows:

FIG. 3  is a flow chart showing a summary of a 3D image processing applied to display a shadow image on the outer surface of a 3D model located within a shadow model~~, and~~

4<sup>th</sup> full paragraph, amend as follows:

FIG. 4 is a diagram showing one example in which a shadow image is created on the outer surface of a 3D model partly located within a shadow model[[.]].

After the 4th full paragraph, add the following new paragraphs:

FIG. 5 is a plan view of the example of FIG. 4, and

FIG. 6 is a side elevation of the example of FIG. 4.

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Page 13:    1st full paragraph, amend as indicated below:

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As shown in FIG. 4 (FIGS. 5 and 6 representing plan and side views thereof, respectively, for showing relative location of a viewpoint C for the perspective view of FIG. 4), if part of a solid N in the form of a rectangular column is located within the shadow model M0, the front-facing polygons M01 are located more toward the viewpoint C of the virtual camera than the solid N, and most of the back-facing polygons M02 are located more toward [[it]] the viewpoint than the solid N while part of the back-facing polygons M02 are located at a side of the solid N opposite from the viewpoint C of the virtual camera. Specifically, pixels where a shadow image K are formed are those of the pixels at the positions of the back-facing polygons defined as follows. For each of those pixels, a distance between the back-facing polygon at the position of this pixel and the viewpoint C of the virtual

camera and the Z-value (distance between the solid M, N or the plane P and the viewpoint of the virtual camera) of this pixel stored in the Z-value memory 8b are compared, and the color data of the shadow model is not added to the frame color data of this pixel, since the former distance is larger than the latter. As shown in FIG. 4, shadow pixels, i.e. those of which form shadow image K are pixels corresponding to the front-facing polygons of the shadow model whose distances from the viewpoint of the virtual camera in the simulated three-dimensional space are smaller than the Z-values of the corresponding pixels, while excluding pixels corresponding to the back-facing polygons of the shadow model whose distances from the viewpoint of the virtual camera in the simulated three-dimensional space are smaller than the Z-values of the corresponding pixels. These excluded pixels which, as shown in FIG. 4, define a portion L of solid N which exits rearwardly of the shadow model, i.e., which is made up of pixels with a Z-value greater than a distance between the viewpoint C of the virtual camera and the back-facing polygon corresponding to the pixels, and therefore do not have a shadow cast thereupon.

Page 25-26:    Paragraph bridging these pages, amend as indicated below:

As this invention may be embodied in several forms without departing from the spirit of essential characteristics thereof, the present embodiment is therefore illustrative and not restrictive, since the scope of the invention is defined by the

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appended claims rather than by the description preceding them, and all changes that

fall within metes and bounds of the claims, or equivalence of such metes and bounds

are therefore intended to <u>be</u> embraced by the claims.